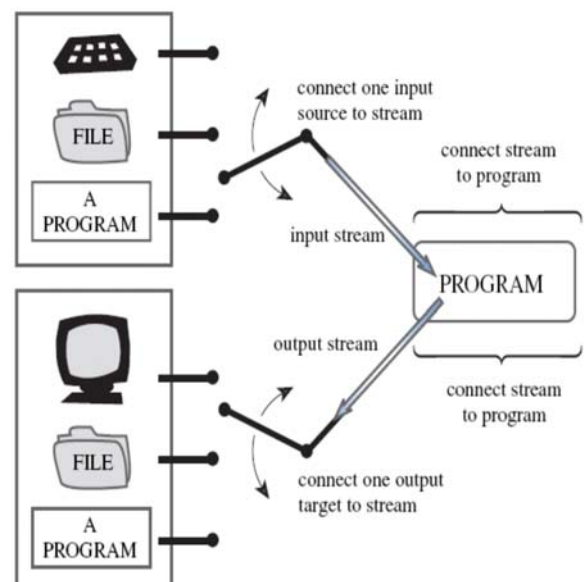


Chapter 8: IO Library

IO: Basic Concept

- **streams** - I/O uses the concept of *streams* - a flow of characters. *streams* may flow into or out of **files or console**. They can also flow into and out of **strings**. C++ tries to offer the **same set of commands** whatever the nature of the source and destination.

- **state** - Each stream has state information indicating whether an error has occurred, etc.
- **buffer** – Default is ok.
- **locale** - Default is ok.



IO Library

Table 8.1. IO Library Types and Headers

Header	Type
<code>iostream</code>	<code>istream</code> reads from a stream
	<code>ostream</code> writes to a stream
	<code>iostream</code> reads and writes a stream; derived from <code>istream</code> and <code>ostream</code> ,
<code>fstream</code>	<code>ifstream</code> , reads from a file; derived from <code>istream</code>
	<code>ofstream</code> writes to a file; derived from <code>ostream</code>
	<code>fstream</code> , reads and writes a file; derived from <code>iostream</code>
<code>sstream</code>	<code>istringstream</code> reads from a <code>string</code> ; derived from <code>istream</code>
	<code>ostringstream</code> writes to a <code>string</code> ; derived from <code>ostream</code>
	<code>stringstream</code> reads and writes a <code>string</code> ; derived from <code>iostream</code>

String Stream

- **In-memory input/output:** a stream is attached to a string within the program's memory.
- That string can be written to and read from using the `iostream` input and output operators.

Header	Type
<code>sstream</code>	<code>istringstream</code> reads from a <code>string</code> ; derived from <code>istream</code>
	<code>ostringstream</code> writes to a <code>string</code> ; derived from <code>ostream</code>
	<code>stringstream</code> reads and writes a <code>string</code> ; derived from <code>iostream</code>

Sample usage, see note

Until Next Time

- Lab ...
- First midterm starts at **6:00 pm** on Thurs, **October 16**, 2014.
- [Reading] Chapter 9.